

Fig. 1

Color-Lookup Table	
Index(i)	TRUE COLOR
0	(x_0, y_0, z_0)
1	(x_1, y_1, z_1)
2	(x_2, y_2, z_2)
.	.
.	.
.	.
.	.
.	.
N	(x_N, y_N, z_N)

Fig. 2

FIG. 3

Compression Dictionary	
CODE(j)	STRING
0	$[(x_0, y_0, z_0)] = 0$
1	$[(x_1, y_1, z_1)] = 1$
2	$[(x_2, y_2, z_2)] = 2$
\vdots	\vdots
N	$[(x_N, y_N, z_N)] = N$
N+1	$[(TC_1), (TC_2), \dots]_{N+1}$
N+2	$[(TC_1), (TC_2), \dots]_{N+2}$
\vdots	\vdots
N+M	$[(TC_1), (TC_2), \dots]_{N+M}$

Where
 $TC_k \in$ Set of
True Color Codes
in the Color -
Lookup Table 200

Fig. 3

Sample Compression Dictionary	
CODE	STRING
0	$[(0, 0, 0)] = 0$
1	$[(5, 0, 0)] = 1$
2	$[(10, 0, 0)] = 2$
⋮	⋮
72	$[(250, 75, 75)] = 72$
⋮	⋮
213	$[(64, 247, 84)] = 213$
⋮	⋮
N	$[(255, 255, 255)] = 255$
⋮	⋮
456	$[72, 213]$
⋮	⋮
N+1	$[6, 7, 192, 151]$

Fig. 4

* Kernel in which the error value of a pixel is used to adjust a true color of those pixels adjacent and following in sequence that pixel

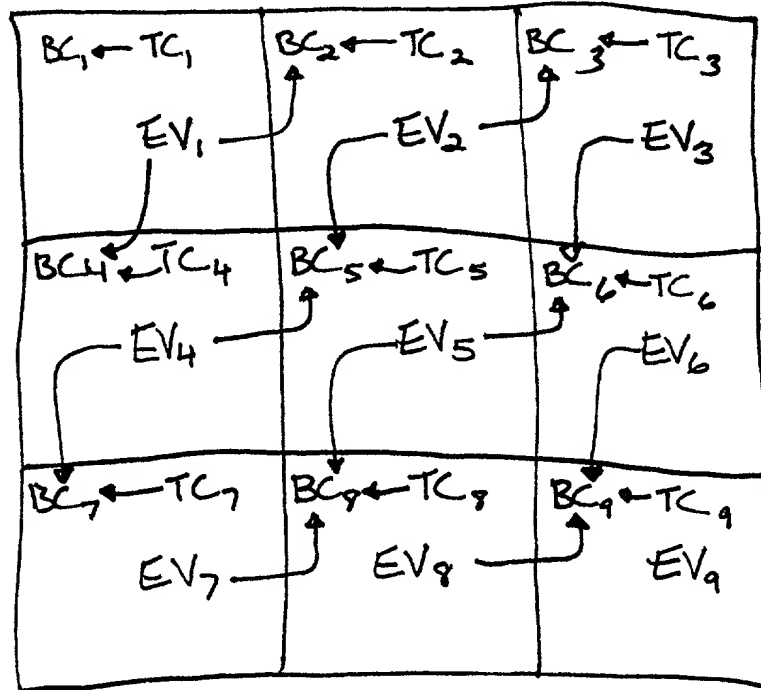


Fig. 5